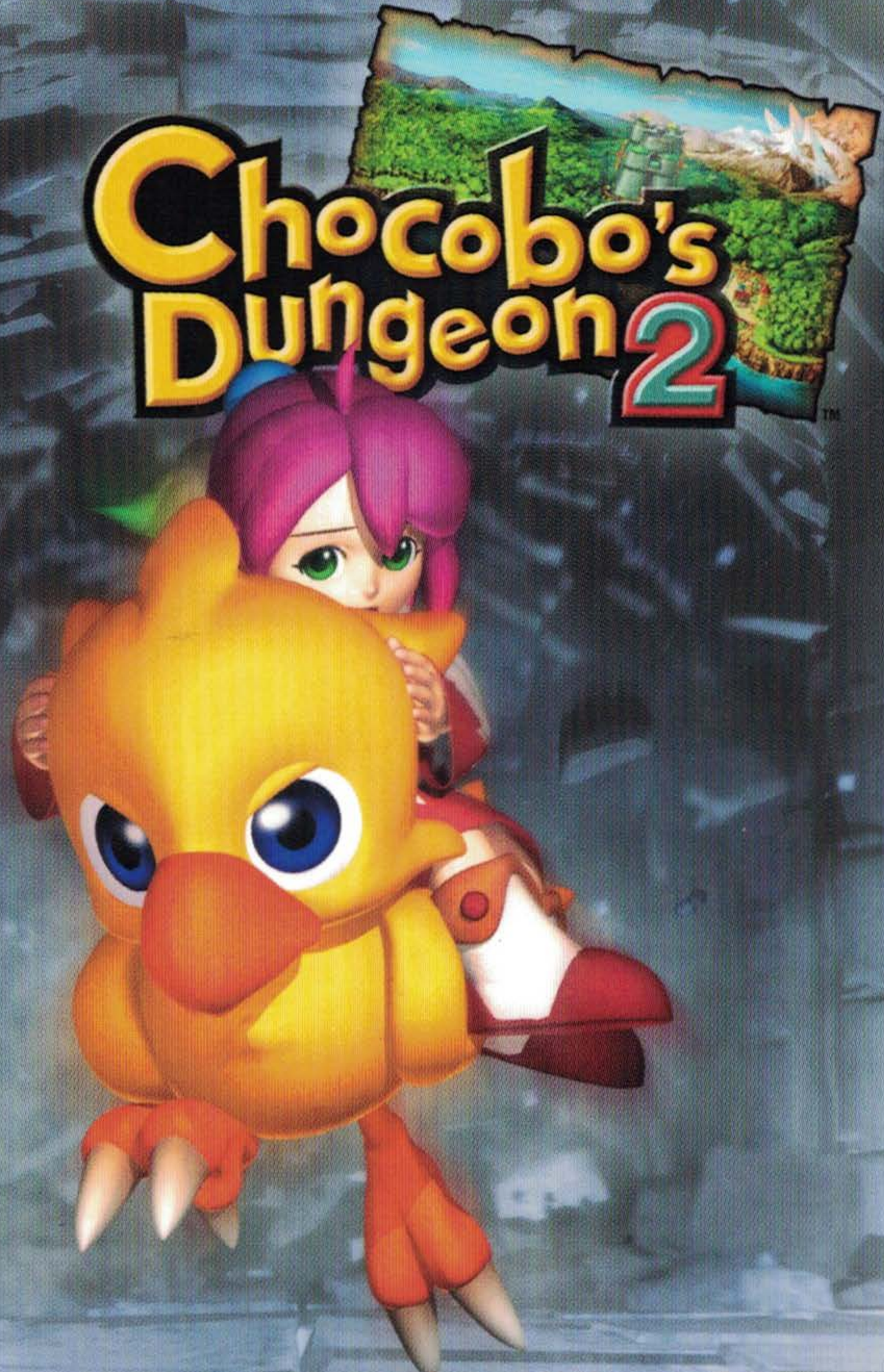
PlayStation

NTSC U/C

PlayStation

Chocobo's Dungeon 2



SQUARESOFT®

EVERYONE

CONTENT RATED BY ESRB

SLUS-00814

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

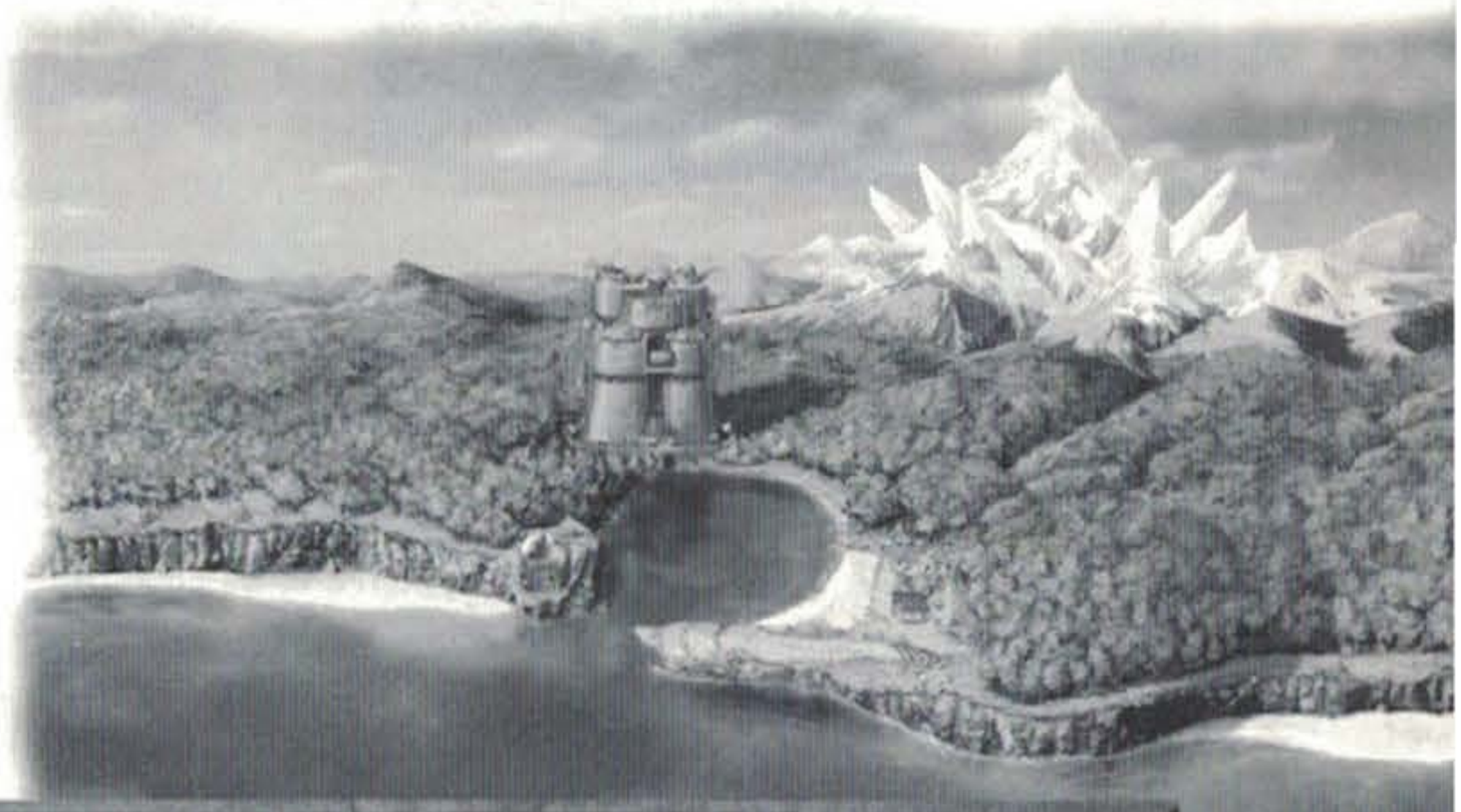
HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

Story 1
Getting Started 2
Basic Controls 3
Character Introductions 4
Saving & Ending 6
Dungeons & The Village 7
Playing The Game 9
Preparing For Battle 12
Using Items 16
Mysterious Feathers 18
Devices & Traps 20
Status Abnormalities 23
Combining Claws & Saddles 24
Items 26
Limited Warranty/Game Tips 29

Chocobo's Dungeon 2™



STORY

Once again, Chocobo has decided to embark on a journey with Mog.

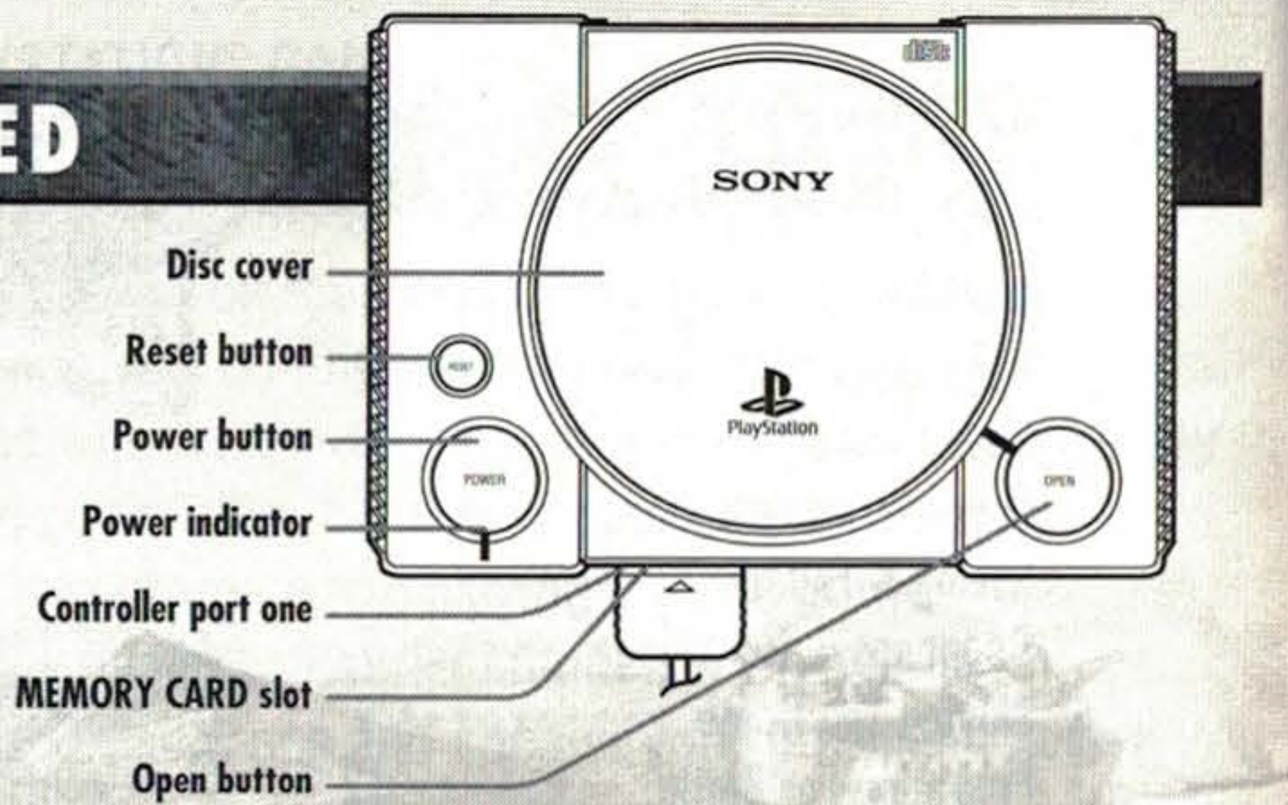
Passing through the forests and moving up the coastline, they find an entrance to a dungeon on a cape with a spectacular view. On the bank across the cove, the companions see a small, beautiful Village.

Although peaceful in appearance, it has been said that there are many impenetrable buildings, indecipherable ruins, and mysterious dungeons within the Village.

What adventure awaits?

Think of this manual as a "Knowledge" Dungeon! I'll guide you through each level, revealing a wealth of information on the game.

GETTING STARTED



Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the **Chocobo's Dungeon 2** disc and close the disc cover. Insert one or two Controllers into the Controller ports and turn ON the PlayStation game console. The opening movie can be skipped by pressing the START button.

STARTING THE GAME FROM THE BEGINNING

When beginning a game for the first time, select <Start a New Game> from the Selection Screen and press the ⊗ button. A new game will begin.

SAVING A GAME

Chocobo's adventure will take some time to complete. In order to save, a MEMORY CARD with at least one memory block available must be inserted into MEMORY CARD slot 1 of the game console. If there are no empty memory blocks available, or no MEMORY CARD is inserted, the game cannot be saved.

CONTINUING A GAME

When continuing a game from a previous save, select <Load a Game> from the Selection Screen and press the ⊗ button. Once loaded, gameplay will resume from the previous save point.

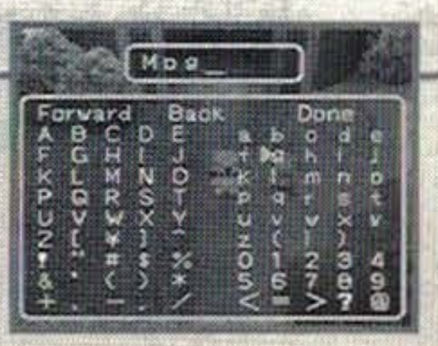
COPYING/DELETING SAVE DATA

By selecting <Copy a Game> from the above Selection Screen, it is possible to copy Save Data from one memory block onto another empty memory block on the same MEMORY CARD. Likewise, selecting <Delete a Game> will allow the player to delete Save Data from a MEMORY CARD.

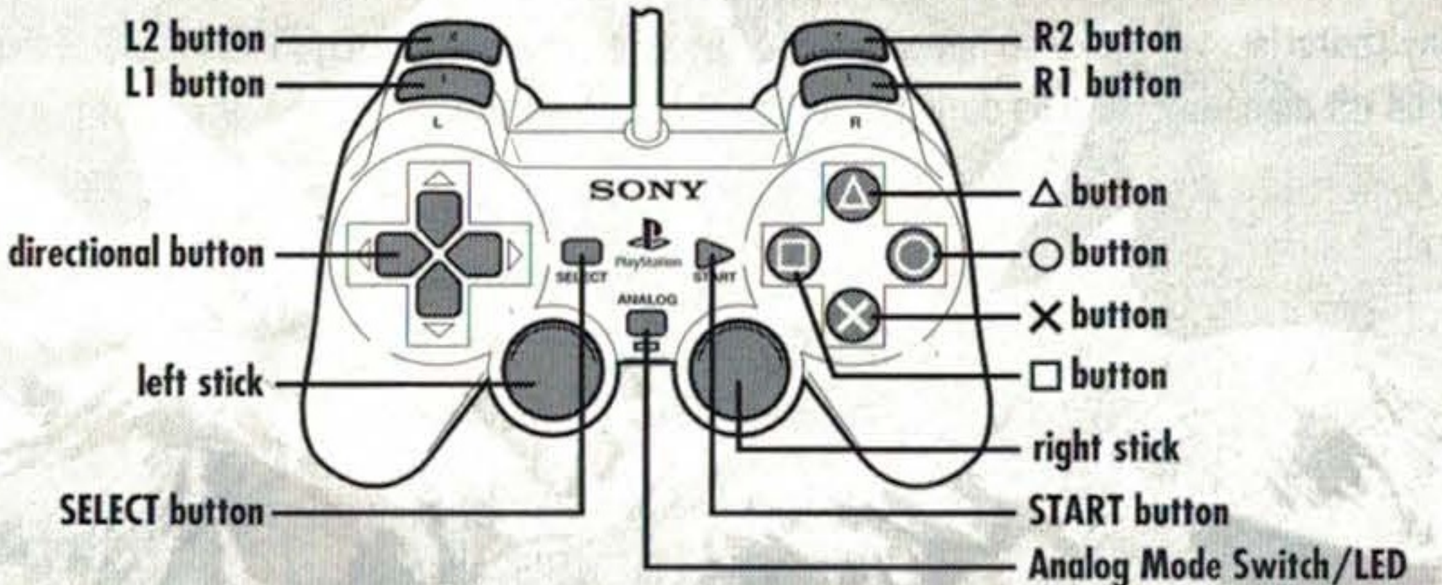
ASK MOG:

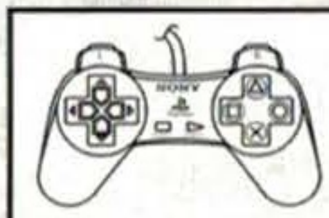
You can rename Chocobo or any of us.

Chocobo and I already have cool names, but you can change 'em if you like. When we appear, the Name Entry Screen will be displayed. Select letters with the directional button and enter the selected letter by pressing the ⊗ button. When completed, select and execute <Done>. You'd better pick a cool name for me!



BASIC CONTROLS





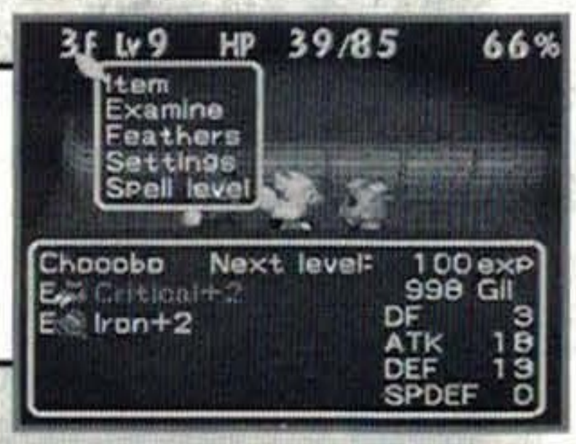
NOTE:
You may have a controller that looks like this, if so please follow the digital instructions outlined below.

directional button:	Control/Move Chocobo in all directions
⊗ button:	Attack/Speak with characters or examine area one step ahead
○ button:	Dash (hold down and use with the directional button)
□ button:	Switch direction (hold down and use with the directional button)
△ button:	Display Character and Command Screens
START button:	Display Status Screen (see page 10)
SELECT button:	Magnify Floor Map (hold down SELECT button)
L1 button:	Kick stones and empty bottles (if an item is equipped)
L2 button:	Speed through messages
R2 button:	Speed up cursor (hold down and press the directional button UP/DOWN)

Note: In locations other than a dungeon, attack-related functions are not usable.

Button functions on the Command Screen are shown below. Move the cursor with the directional button, then make a final selection by pressing the ⊗ button, or cancel with the ○ button.

directional button UP/DOWN:	Move cursor UP/DOWN
directional button LEFT/RIGHT:	Move Item Screen page
⊗ button:	Execute
○ button:	Cancel



CHARACTER INTRODUCTIONS

Beginning with Mog, many characters will make an appearance somewhere along the journey. Some of those that Chocobo meets will join and act alongside Chocobo during a portion of the adventure.

CHOCOBO

The courageous main character.

Inquisitive by nature, Chocobo can be reckless. Though claiming to be tough and unafraid of failure, Chocobo has been known to cry at times.

MOG

Chocobo's closest (?) companion.

Mog joins Chocobo in order to travel around the world. Although he may be selfish at times, Chocobo can usually rely on him.

SHIROMA

A kindhearted White Mage.

This young girl is known to use holy power for healing. Being human, she is generally distrusted by non-humans.

CID

A passionate engineer with dreams of greatness.

A talented, well-known creator, he and his vehicle inventions may assist Chocobo during the journey.

BLACK MAGICIAN

An expert in magic attacks who is proud of the quality spells he crafts.

A powerful sorcerer, the Black Magician can wipe out a large number of enemies with a single stroke.

I'm hungry!

CHUBBY CHOCOBO
A pudgy Chocobo who loves to eat.

He's been called Chubby Chocobo for as long as he can remember. He loves to eat and hates any form of exercise.

Small attacks no hurt me. Nope, not at all.

GOLEM
A stone giant created by magic.

A giant monster brought to life in order to protect his party. Since Golem's body is made of stone, he is extremely strong.

5

You'll regret talking back to ME!

BEHEMOTH
A giant creature who boasts amazing powers.

Behemoth has a body the size of a mountain with mighty arms full of destructive power.

BAHAMUT
The King of the Dragons.

A mystical dragon with great powers and fortitude. He only provides aid to those who have his approval. His presence is shrouded in mystery.

'Ere, I'm not like them dungeon geezers!

GOBLIN
Really a lonely monster?

The Goblin loves to play tricks, but when he returns to the Village, he behaves himself – or so they say.

This is only the beginning. I'll start talkin' about essentials on the next page.

SAVING & ENDING

When the player saves game data onto a MEMORY CARD, the adventure can be continued from the previous save point. Saving will be possible in:

1. Designated areas such as buildings within the Village (ex: inside of Shiroma's house).
2. Within dungeons before moving to the next floor (but only if carrying a "Memory Tag"). The player should remember to carry a "Memory Tag" when going into the dungeon in order to avoid mishaps by saving.

The player will always be able to save in designated areas such as Shiroma's house.

Within the dungeon, it is possible to save before going to the next floor only if Chocobo is carrying a "Memory Tag".

ENDING THE GAME

There is no "game over" in Chocobo's Dungeon 2. It is possible to quit the game at any time (other than while saving) by turning the power OFF. Make sure to save before turning the power OFF. When playing the game again, the player will be able to restart the game from a previous save point.

ASK MOG:

When HP reaches zero, Chocobo and traveling companion characters will be taken out of the dungeon.

If Chocobo's HP reaches zero, Chocobo and I will be taken outside to ground level. Not only that, all the items that we have painstakingly acquired, even equipment, will be lost. But the items that Chocobo had equipped should be scattered on the level where Chocobo reached zero HP, so you should be able to find them later on. Oh, by the way, the floor number where the equipped items are scattered can be checked by pressing the START button and looking at the Status Screen (see page 15 for details).

You better save each time you find a rare item.

DUNGEONS & THE VILLAGE

Before embarking on the adventure, it is helpful to learn more about the dungeons and the Village that Chocobo and friends will be exploring.

The game moves forward as Chocobo travels from dungeons to the Village, and vice versa. By repeating this process, the player will slowly be able to uncover secrets surrounding the story. It is important to remember the characteristics of each place and the best way of doing things in order to advance through the game smoothly.

DUNGEONS

SEARCH THE DUNGEONS

In the dungeons, Chocobo and friends must battle monsters and deal with numerous traps in order to advance the story. At times, they may come across mysterious characters or boss monsters.

Collect items
Combine items
Battle
Save game

VILLAGE

PREPARE FOR ADVENTURE & GATHER INFORMATION

In the Village, it is possible to buy and sell items, combine items in preparation for the journey, and gather necessary information from the villagers. Later in the game, it will also be possible to store items that Chocobo can no longer hold in Storage Facilities located within the Village. The game can also be saved in designated areas.

Sell and buy items
Combine items
Collect information
Save game

Remember to stock up on hard to find items in the Village.

DUNGEONS & THE VILLAGE

Mysterious occurrences take place within the dungeons. Become familiar with some representative features of these areas before Chocobo steps into the dimly lit caves.

THREE MYSTERIES OF THE DUNGEONS:

The Dungeon Layout Changes Each Time Chocobo Enters

The dungeons randomly rearrange each time Chocobo enters, so it will not help to remember the position of monsters and traps since they will be placed differently. An unknown world awaits Chocobo and friends in each dungeon entered.

Layered Floors

There is more to a dungeon than what can be seen. There are some walls which can be knocked down by using special items, which may reveal precious items or monsters.

The Appearance Of "Doom"

If the player continues to search the same floor for an extended period of time, "Doom" will appear and begin chasing Chocobo and any companions present. Thus, it is dangerous to roam around a single floor for too long.

WALK AROUND THE VILLAGE

After becoming tired from numerous battles within the dungeon, Chocobo and friends will be able to catch their breath in the Village. The Village is stocked with various shops and other interesting establishments. Village inhabitants may have interesting stories to tell - listen well and rest up for the long journey.

About The Village Establishments

1. Shiroma's House: The young White Mage lives here.

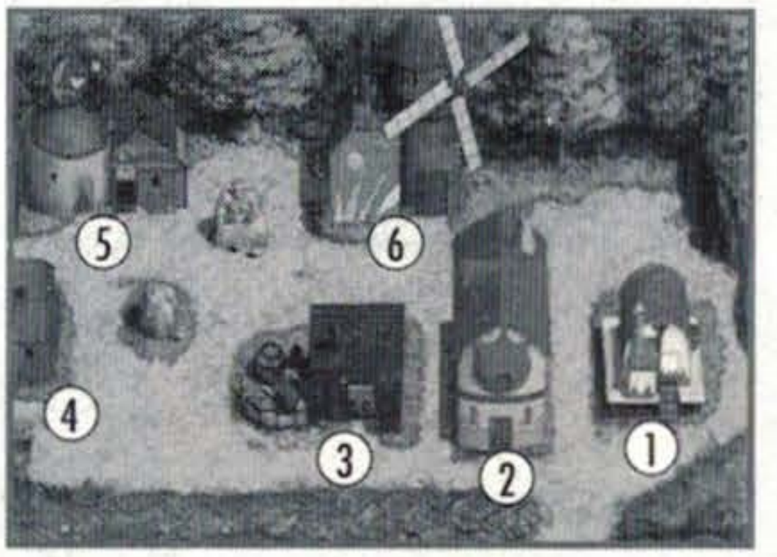
2. The Bomb Family's House: Mrs. Bomb and her three children live here.

3. Storage Facility: Chocobo can pay to have items stored here.

4. Tool Shop: The selling and buying of items takes place here.

5. Restaurant: Restaurant of the renowned Chef le Tonberry.

6. Laboratory: Five Black Magicians conduct experiments here.



READING AND USING THE SCREEN

Various information is displayed on the screen. Within the dungeon, countless dangers await Chocobo and friends, so it will be necessary to use the information provided in order to act effectively. The Character and Command Screens below can be displayed by pressing the △ button.

1. Displays the current **floor number**.
2. Displays Chocobo's current **ability level**.
3. Displays **current HP/Max HP**. When the current HP reaches zero, Chocobo will be taken outside to ground level. While Energy (see below) is at least 1%, Chocobo will slowly recover HP while walking.
4. This number represents Chocobo's **Energy**. This number will decrease as Chocobo continues to walk around. When this figure reaches 0%, HP will start to decrease.
5. The **ATB Bar** (see page 12). This bar shows the action type of Chocobo and the monsters, along with their speed.
6. Chocobo's **companions**. Each companion has their own unique way of helping Chocobo, but there are times when they may become separated.
7. The **floor map**. Displays the current floor and sections which have already been visited. The key for symbols on the map are as follows:

   Yellow: Chocobo/Companion
   Blue: Items
   Red: Monsters
   White: Exit

8. **Character Screen** (see page 10).
9. **Command Screen** (see page 10).

Check out the next page for the usage of the Character and Command screens.

PLAYING THE GAME

Upon pressing the △ button, the **Character Screen** will appear in the lower section of the screen, showing Chocobo's current status. The details of each heading are explained here:

1. Displays the **Experience Points** necessary for Chocobo to **Level UP**.
2. Displays the **items** Chocobo is currently **equipped** with.
3. Displays the amount of **money** Chocobo currently has.
4. Displays the **deepest floor** Chocobo has visited.
5. Displays Chocobo's current **Attack Power**.
6. Displays Chocobo's current **Defense Power**.
7. Displays Chocobo's **Defense Power against enemies' Special Attacks**.

USE VARIOUS COMMANDS

Upon pressing the △ button, the **Command Screen** will appear in the top left section of the screen. The commands displayed in the screen are the five commands shown on the right. Press the directional button UP or DOWN to select commands, and execute the selected command by pressing the ✕ button.

1. ITEM (EQUIP AND USE VARIOUS ITEMS)

Chocobo can use items that are currently being carried. Press the directional button LEFT or RIGHT to move the Item Screen page, and select the item to be used by guiding the cursor UP or DOWN. Make the command selection by pressing the ✕ button. Once selected, the commands on the right will be displayed according to item type. Execute the selected command by pressing the ✕ button. Unknown items will be displayed with an "unidentified" name (see page 16).

Use (Use Tonics & Cards)
This command allows Chocobo to use Tonics, Cards, Magic Books and other items which can be expended.

Equip/Unequip (Equip/Unequip Weapons & Armor)
This command allows Chocobo to equip and remove Claws, Saddles, Collars, Stones, etc.

Kick (Kick Items At Companions & Enemies)
This command allows Chocobo to kick items in the direction being faced. The effect varies for each item.

Drop (Drops Items In A Particular Location)
This command allows Chocobo to place items. The <Examine> command can be used on dropped items.

Empty (Empty The Tonic Or Essence Found In A Bottle)
This command allows Chocobo to empty out Tonics and Essences found in bottles. Once emptied, the bottle can be refilled again.

Name (Change Unknown Item Name)
A useful command that allows Chocobo to name an unidentified item to distinguish it from other items.

2. EXAMINE (CHECK SURROUNDINGS)

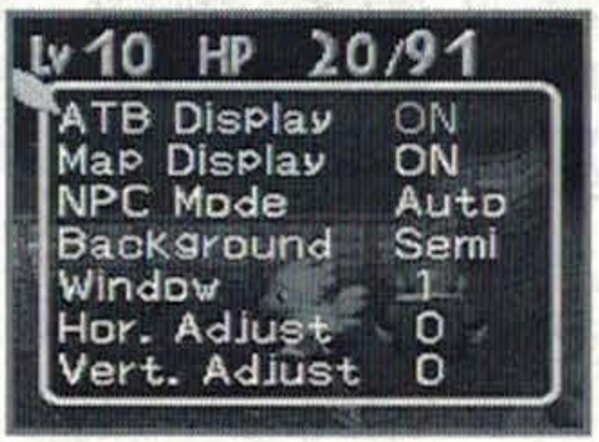
This command checks the area around Chocobo's feet. The command displayed varies with the situation. For example, if there is an item, in addition to the normal item command, additional commands such as <Pick Up> and <Exchange> will be displayed, and Chocobo will be able to obtain or exchange that particular item. Select the command with the directional button, and confirm by pressing the ⊗ button. With this command, Chocobo can also check trap types.

3. FEATHERS (CHECK FEATHERS BEING CARRIED)

The player will be able to check the effects of the mysterious feathers that Chocobo is currently carrying. Select the feather to be examined with the UP and DOWN directional button. Once selected, that particular feather's effects will be displayed. It is also possible to change the page by pressing LEFT or RIGHT on the directional button. Refer to page 18 to learn more about the effects of feathers and ways to obtain them.

4. SETTINGS (SETTING THE GAME ENVIRONMENT)

The player is able to set the game environment at will. Select the heading by pressing the directional button UP or DOWN. It is possible to select the desired setting by pressing the LEFT or RIGHT directional button.



ATB Bar Display
Select <ON> to display the ATB Bar during battle or <OFF> not to display it.

Map Display
Select <ON> to display the Mini Map or <OFF> not to display it.

NPC Mode
This command sets the companion control mode. When set to <Auto>, the computer will control Chocobo's companions. If <2P> is selected, a second player will be able to control companion characters using Controller 2.

Background
This command allows the player to select whether the message window background is semi or solid.

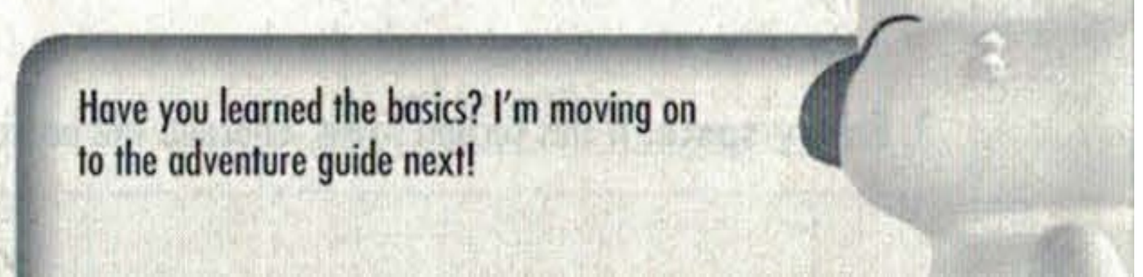
Window
This command lets the player select the background color of the message window.

Horizontal Adjust
This command allows the player to adjust the screen position LEFT or RIGHT in order to center the display.

Vertical Adjust
This command allows the player to adjust the screen position UP or DOWN in order to center the display.

5. SPELL LEVEL (CHECK MAGIC SPELL LEVEL)

The player is able to check the Magic Spell Level for each type of magic and the number of points necessary for the next Level UP. Refer to page 13 for more information regarding Spell Level.



PREPARING FOR BATTLE

In the dungeons, countless monsters await Chocobo and friends. Learn the battle structure and effective ways of defeating the enemy.

THE SIX BASICS:

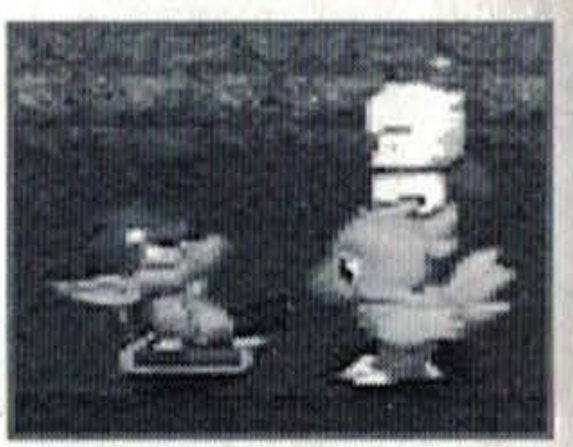
1. Reading The ATB Bar
2. Chocobo's Attack Method
3. Supporting Companions
4. Six Attributes
5. Monster Level UP
6. Chocobo Level UP

BASIC BATTLE KNOWLEDGE

When monsters within the dungeon notice and then attack Chocobo, the **ATB (Active Time Battle) Bar** will be displayed, and battle will follow. Battle will continue until one party successfully runs away or is defeated. Starting with the basic battle system, six points concerning battle will be further explained.

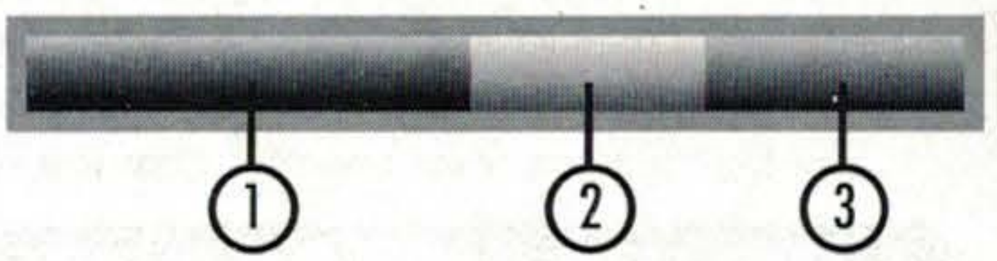
1. READING THE ATB BAR

In Chocobo's Dungeon 2, Chocobo will not have an ATB Bar displayed. During battle, the tri-colored ATB Bar which is displayed with each attacking monster or character will show an enemy's or companion's turns (refer to chart below). Battle will be conducted in the following manner:



1. The ATB Bar will be displayed when the monster wishes to act. In this state, the monster's Attack Bar will not lengthen until Chocobo decides to act. For monsters who do not wish to fight, the ATB Bar will not be displayed.
2. Each time Chocobo acts, the enemy's red Attack Bar will lengthen by an amount equal to Chocobo's turn. As long as there are turns available, Chocobo will be able to continue acting.
3. When the bar turns completely red, the enemy acts once, afterwards its ATB Bar will return to its initial state (see 1).

At this time, when items are used, or if movement is detected, it will be counted as one act, the same as an attack. Also, the longer the bar, the greater the possibility of an enemy delivering a powerful attack.



1. **The enemy's Attack Bar.** As Chocobo acts, the enemy's Attack Bar will lengthen by an amount equal to Chocobo's turn. When the bar becomes completely red, the enemy will have the opportunity to act once.
2. **Chocobo's turn.** Each time Chocobo acts, the enemy's Attack Bar will lengthen by this amount. When Chocobo's speed increases, the bar becomes shorter and as a result, the chance to act and move will increase.
3. **Empty space.** If this section exists, Chocobo will be able to act multiple times.

2. FOUR TYPES OF CHOCOBO ATTACK METHODS

Beginning with the normal attack of the Chocobo Kick, there are four types of attacks available to Chocobo. It is helpful to learn their characteristic features and power levels in order to effectively use them according to the monster type and situation.

Normal Attacks (Attack Enemies With The Chocobo Kick)

Facing the enemy and pressing the ⊗ button will enable Chocobo to perform a powerful Chocobo Kick. By equipping Claws, Attack Power increases. The type of Claw equipped could add additional effects as well. Be advised that if the player makes a mistake and attacks in the wrong direction, this will cost Chocobo one turn.

Magic (Attack Enemies By Reading Magic Books)

By selecting and using a Magic Book listed within the Item List, a cursor will appear on a nearby enemy. Select the enemy to attack by pressing UP or DOWN on the directional button. Once the selection is made, magic can be invoked by pressing the ⊗ button. At this time, if equipped with Magic Feathers, Chocobo may be able to exercise more powerful attacks (see page 18).

Summon Magic (Summon A Creature To Attack All The Enemies)

Selecting a Magic Stone in the Item List and pressing the ⊗ button will summon a creature which will utilize its tremendous power to help Chocobo. Again, if equipped with summon-type feathers, it will be possible to have this powerful creature join the party and walk alongside the characters (see page 19).

Item (Kick Items To Attack Enemies)

Pressing the L1 button while equipped (see page 10) with Stones or Empty Bottles, will allow Chocobo to attack monsters by kicking these items. Damage is minimal, but unlike normal attacks, swift, long distance attacks are possible.

ASK MOG:

If Spell Level increases, Magic Power increases.

Spell Level (see page 11) increases when you repeatedly use magic. Likewise, as the level increases, Attack Power also increases and magic becomes more spectacular. That is why it is always a good idea to practice magic. Oh, another thing, magic can also be used on objects other than monsters, such as Stoves and Generators.

PREPARING FOR BATTLE

3. BRAVE FRIENDS THAT ASSIST CHOCOBO

Chocobo is not alone in this adventure. Unique personalities will join Chocobo, and each character possesses distinct abilities that can help Chocobo in desperate situations. Understanding their characteristics will further enhance the story.

The action patterns of the companion characters vary according to their characteristics. For example, Mog excels at stealing items, Shiroma restores Chocobo's HP when it is dangerously low. In these ways, each character is equipped with character specific abilities. If the player presses the ⊗ button and talks to the character during their actions, they may do something extra!

Companions Whose HP Reaches Zero

When a companion's HP reaches zero, that particular character is taken away from the dungeon and placed at ground level outside of the dungeon.

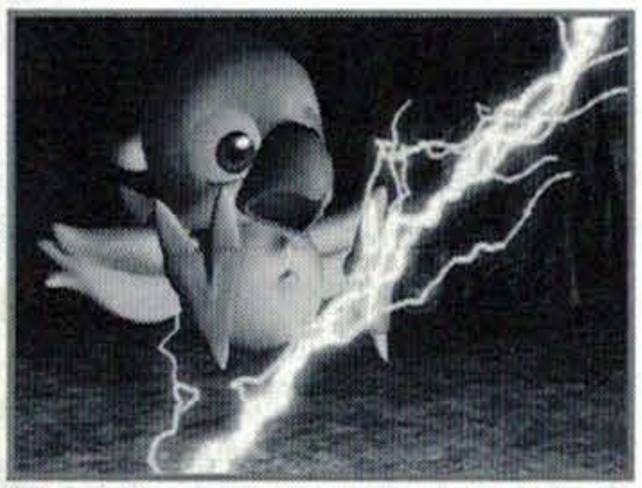
Simultaneous Two Player Gameplay

Within the Setting Command, if the NPC mode is set to <2P>, a second player will be able to use another Controller to control a companion character (see page 11). Collaborate to battle and explore!

4. WEAPON/ARMOR/MAGIC ATTRIBUTES

Weapons, Armor, and Magic may possess a few of the six distinctive attributes:

Fire • Ice • Thunder
Wind • Earth • Holy



The four attributes; Fire, Ice, Lightning and Wind, are able to cancel each other's effects during battle, and they will greatly affect the outcome of the fight. Combine similar attributes to create powerful attacks against the enemy.

Six Types Of Attributes:

FIRE ⟷ ICE — Cancel One Another

EARTH

WIND ⟷ THUNDER — Cancel One Another

HOLY

NOTE: There are items that do not have attributes.

SQUARESOF

Published by Square Electronic Arts L.L.

B
B
F

n p
r

os are r
nko). C
ght Co.,

FT®

C.

Compar
When a
placed a

Simulta
Within th
another

4. WE

Weapons

Fire •
Wind •

NOTE: Th

PLACE
POSTAGE
HERE

Square Electronic Arts L.L.C.
P.O. Box 6000
Clear Lake, MN 55319

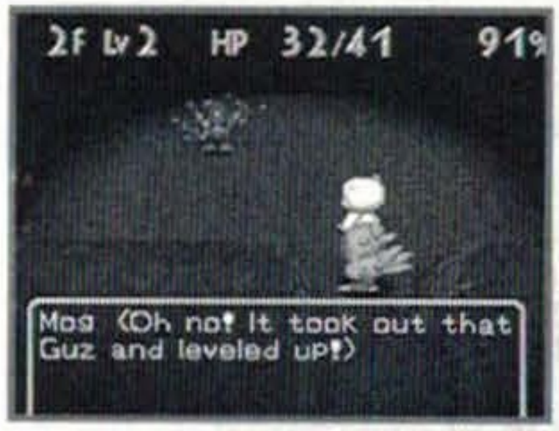
PREPARING FOR BATTLE

5. BEWARE OF MONSTER LEVEL INCREASES

Some monsters defeat their own members while others eat items found on the ground. In doing so, these monsters Level UP into more powerful monsters right before Chocobo's eyes. The player should beware, since the Leveled UP monster acquires a new name, and is more powerful than ever.

Examples Of Level UP

INITIAL MONSTER LEVEL	AFTER LEVELING UP
Goblin	Dark Goblin
Nut Eater	Skull Eater
Black Magician	Black Sorcerer



6. INCREASE LEVEL BY DEFEATING MONSTERS

Chocobo will become stronger by battling various monsters and gaining experience. As level increases, HP, Attack Power, and Defense Power will increase accordingly. But keep in mind that there are some enemies who will decrease Chocobo's level.

Continue defeating monsters and Chocobo's level will increase!

ASK MOG:

Don't forget the START button!

Useful information is listed on the Status Screen that's displayed when the START button is pressed. It's helpful 'cuz here, the player can check Member Status, HP Recovery Speed, Energy, and Maximum Energy all at once. In addition to this, if the SELECT button is pressed, it's even possible to check the number of times the game has been saved.

The dungeons are filled with tough monsters. So you'd better use attacks, items, and magic wisely.

USING ITEMS

Misused items are wasted treasures. Learn about each type of item and use them effectively.

EXAMINING UNIDENTIFIED ITEMS

Since many items found within the dungeon have not been identified, an "unidentified" name will be displayed in its place. These items may be used normally, but their effects cannot be determined until used. In order to effectively use items, it will be necessary to examine the items in a manner listed below:

• Return To Ground Level

After using an item such as the "Teleport Tag" to exit out of a dungeon, all the items Chocobo is holding at that point will be identified.

• Use An Identify Card

Select an "Identify Card" from the Item Menu, and press the directional button UP or DOWN to select the unidentified item to be examined. By pressing the ⊗ button, the player will be able to examine that particular item.

• Use Item (Equip Item)

It is also possible to examine the item by using or equipping it. But depending on the item, the player may be poisoned, or the item in possession could be cursed. (Cursed items can be uncursed by using the "Dispel Tonic"). This method of examining items can be risky.

Unidentified items may also be kicked at an enemy to test their effects.

USING ITEMS

WEAPONS & ARMOR NECESSARY FOR BATTLE

Many items, weapons and armor perform the important function of increasing Attack Power, and protecting Chocobo from the enemy's attacks. The following is a basic explanation on those types of weapons and armor.

The Status Screen For Weapons & Armor

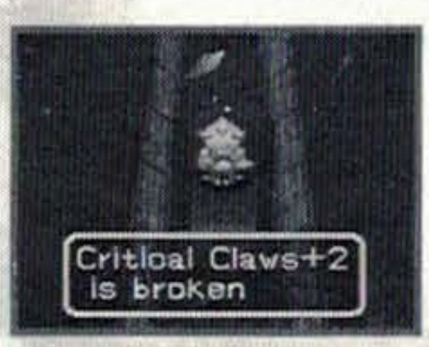
After selecting the Claw (weapon) or Saddle (armor) and pressing the ⊗ button, the Status Screen for weapons and armor is displayed. The headings on the screen are as follows:

Claw Status

1. Affects damage done to enemies (Attack Power).
2. Durability of the Claw. When it reaches zero, the Claw will break.
3. Affects Energy reduction.
4. Toughness of the Claw. The Toughness of the Claw decreases by one after being used this number of times.
5. LV limit. The limit value for training the Claw.
6. Percentage at which attacks will hit the enemy.
7. Percentage a critical hit will occur.
8. Attributes/Special Abilities added to the Claw (if present).

Saddle Status

1. Affects damage received from enemies (Defense Power).
2. Durability of the Saddle. When it reaches zero, the Saddle will break.
3. Affects Energy reduction.
4. Toughness of the Saddle. The Toughness of the Saddle decreases by one when it receives this much damage.
5. LV limit. The limit value for training the Saddle.
6. Percentage that Chocobo will be able to dodge an enemy's attacks.
7. Affects damage received by enemies' Special Attacks.
8. Attributes/Special Abilities added to the Saddle (if present).



Claws And Saddles Eventually Wear Down

As Claws are used to attack enemies and Saddles are used to defend against enemy attacks, they will eventually reach a point where they break, and can no longer be used. Occasionally a "Mysterious Feather" will appear after an item breaks. This will be discussed on the following page.

Check your Claws and Saddles regularly!

MYSTERIOUS FEATHERS

MYSTERIOUS FEATHERS ARE THE KEY TO RAISING ABILITIES

The "Mysterious Feathers" that Chocobo equips enhance Chocobo's abilities in extraordinary ways: magical effects increase, beasts become friends, Chocobo gains additional special abilities, and much more! Obtaining the Mysterious Feathers is a crucial aspect of raising a strong Chocobo.

Obtaining The Mysterious Feathers

As stated in the previous page, the Mysterious Feathers appear after equipped weapons and armor have been used up and break. Certain feathers can also be found in special areas.

ASK MOG:

The feather type that appears when weapons and armor break can change depending on the equipment's training level and weapon/armor type. Training of the weapon/armor will determine the type of feather that appears. The more training involved, the better the feather. Although it is sad to see weapons and armor break, obtaining a precious feather in its place makes the whole process worthwhile.

FEATHER EFFECTS DEPEND ON TYPE

Mysterious Feathers are divided into three categories and their effects are dependent upon the type. There is the "Magic type" which affects magical abilities, the "Summon type" which affects creature handling, and lastly, the "Status type" which distributes various abilities to Chocobo. The characteristics of each type are listed below:

MAGIC FEATHERS

(Feathers That Affect Cast Magic)

Sample Feathers:

- Fireball
- Blizzard Storm
- Slow
- Silence

These feathers increase Magic Power and expand the effectiveness of magic across larger areas. Some feathers enable the player to use advanced magic, which is not normally available.

MYSTERIOUS FEATHERS

SUMMON FEATHERS

(Feathers That Affect The Summoning Of Creatures)

Sample Feathers:

- Ifrit
- Shiva
- Ramuh
- Titan

Selecting a Summon Feather in the Feather Menu and pressing the ⊗ button will summon the selected creature. This creature will support Chocobo in the journey by acting as a companion character. Summoned creatures will assist Chocobo greatly, but Energy will deplete at a faster rate.

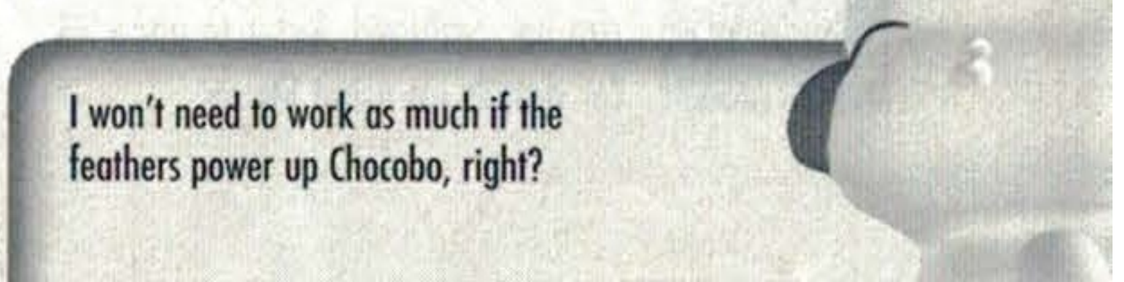
STATUS FEATHERS

(Feathers That Supply Chocobo With Special Powers)

Sample Feathers:

- HP MAX UP

Equipping this kind of feather will affect Chocobo's status and actions greatly. The effects will vary, but basically, Chocobo's abilities increase.



DEVICES & TRAPS

Many devices and traps exist within the dungeon. Some may work to Chocobo's advantage, and some work against. Take advantage of the useful devices and traps while avoiding dangerous ones.

MYSTERIOUS DEVICES

Useful devices can be found scattered throughout the dungeons. Understanding the different devices and knowing how to deal with them will aid in the journey.

Junk Shelf
When standing in front of this mysterious shelf and investigating, it is possible to find various items.

Recycle Box
When two unwanted items are placed inside, this mysterious box randomly creates a new item.

Underground Spring
An Underground Spring filled with mysterious water. Chocobo can collect water with an Empty Bottle.

Torch
A Torch can be lit by using a Fire or Thunder spell on it. Torchlight will make hidden traps visible.

Treasure Chest
Many items can be found in a Treasure Chest. However, some chests are sealed or locked.

Mysterious Lever
When pulled, a random effect will occur. This effect may be helpful or detrimental to Chocobo.

Bookshelf
Stand in front of this to investigate and obtain a useful Magic Book in the process.

Generator
A Generator is lit when a Thunder spell is used on it. The Generator has the same effect as a Torch.

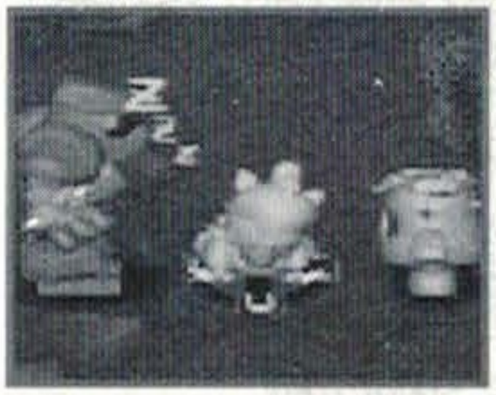
Stove
A Stove where weapons and armor can be combined. Refer to page 24 for details on using Stoves.

Door
These doors exist in hallways and exits of Item Shops. Doors open with a Chocobo Kick.

DEVICES & TRAPS

DANGEROUS TRAPS

Traps are hidden within the floors and walls of the dungeons. They have various effects, such as dealing damage or inducing status abnormalities, while other beneficial traps can increase Chocobo's level. All effects are invoked at the moment the traps are stepped on. Pressing the ⊗ button will check for traps one step ahead.



Magic Circle
May have a variety of effects: increase Magic Attack Power, make magic ineffective, increase HP recovery percentage, or warp.

Damage Trap
If stepped on, a series of sharp thorns hidden within the ground will spring up and hurt Chocobo. The damage is roughly 1/4 of Chocobo's current HP.

Morph Trap
For a number of turns, Chocobo transforms into a monster. Pressing the L1 button while transformed allows Chocobo to use the monster's special characteristic abilities.

Pitfall
Falling into pitfalls will separate the party. Damage is not inflicted upon characters when falling into pitfalls.

Spring Trap
Springs Chocobo into the air in the direction being faced. Does not deal any damage.

Teleport Trap
The character will be transported to some area on the current floor. The party may become separated when this occurs.

Level Up Circle
This circle will allow Chocobo to increase in level. Once stepped on, it will disappear.

Land Mine
Explodes when stepped on, damaging surrounding characters (enemies and companions).

DEVICES & TRAPS

Sleep Trap
If stepped on, the character will fall asleep and will be unable to move until they awaken.

Poison Trap
If stepped on, the character becomes poisoned and HP decreases for a number of turns.

Forget Trap
If stepped on, the map of the current floor will be forgotten and the map display will be erased.

Abnormal Trap
If stepped on, various status abnormalities take place. Effects are randomly administered.

Rotating Trap
If this spinning disc is stepped on, equipped items become unequipped, and carried items will be scattered across the floor.

Mud Trap
If stepped on, Chocobo will not be able to escape from the mud pit for a number of turns and Energy will go down.

ASK MOG:

There are Item Shops within the dungeon.

There's more than just devices and traps in the dungeons - Item Shops can be found, too! I tell you, its become a convenient world! Anyway, the payment system is a little unusual; pick up the items on the ground and pay for them on the way out. When selling an item, just leave the item on the ground. Just so you know, the Store Keeper can be more than a little moody. Don't even think about stealing any items!

STATUS ABNORMALITIES

VARIOUS STATUS ABNORMALITIES

Status abnormalities occur when characters step on selected traps or when being attacked by certain monsters. Status abnormalities may affect battle, but only briefly. Status automatically returns to normal after a few turns, or at the end of a battle.

Confusion
The character will not be able to perform any action other than casting magic. Will recover with the use of a Remedy.

Morph
Transforms the character into a monster from the current floor, and prevents the player from opening the Command Screen.

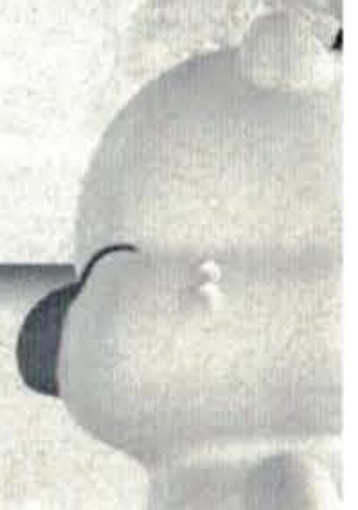
Poison
The character's HP gradually decreases and attacks may miss their mark. Will recover with the use of an Antidote or Remedy.

Frog
Transforms the character into a frog. In this stage, the damage inflicted upon the enemy will decrease significantly, but the character will be able to cross water.

Sleep
The character falls asleep on the spot. Will not be able to move until fully awakened.

Silence
The character will not be able to read Magic Books. Will recover with the use of a Remedy.

Invisibility
Enemy monsters will not notice the character.



Status abnormalities are scary – I'd better be careful.

COMBINING CLAWS & SADDLES

Combining attack Claws and defensive Saddles is one of the key features of this game. Learn the rules and structures of combining to create the ideal item.

BASIC KNOWLEDGE OF ITEM COMBINATION

Basically, Claws can be combined with Claws, and Saddles can be combined with Saddles. The rules below detail the various patterns of combinations and show the resulting properties of the combined items. Although attributes from the first item in the combination are more dominant than the ones from the second item, it is still possible to add additional attributes and special abilities to combined Claws or Saddles.

Basic Rules for Combining Items

1. After combination, the second item becomes part of the first item.
2. The attributes of the combined item are determined by simple addition.

PATTERN 1: WOOD CLAW +1 + IRON CLAW +2 = WOOD CLAW +3

PATTERN 2: IRON CLAW +2 + WOOD CLAW +1 = IRON CLAW +3

LEARN WHERE AND HOW ITEMS MAY BE COMBINED

It is possible to combine items in Combine Shops in the Village and within Stoves found in the dungeons. Procedures and necessary items will vary according to location, so it will be helpful to learn the basic combination methods listed below:

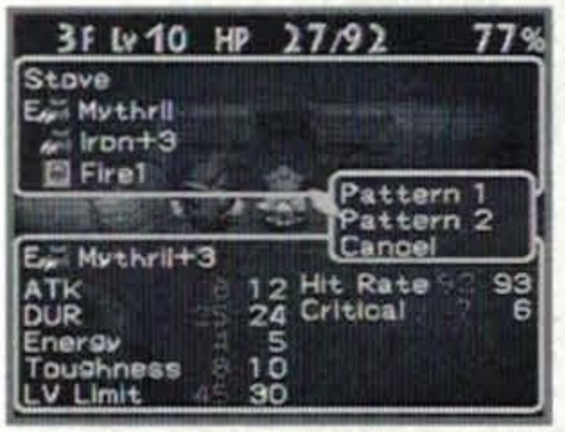
Stoves (Combine Items Using Stoves And Magic)
Select the two items to be combined, and after making the final selection, the combination will be completed by lighting the Stove using a Fire or Thunder spell. The combined item will appear in front of the Stove.

Combine Shops (Combine Items By Paying Money)
Select the two items to be combined, and after making final selection and payment, the combined item will be handed to Chocobo. Of course, if payment cannot be made, the combining cannot take place.

COMBINING CLAWS & SADDLES

Attributes & Special Abilities Of Weapon/Armor Change According To Combination

When combining Claws and Saddles which possess certain attributes and special abilities, those characteristics will be transferred to the newly combined item. It is possible to create the ultimate Claw or Saddle by combining items with desirable characteristics.



Special Combination Methods

When in possession of a special item, it is possible to conduct a 3-way combination by adding this item during the combination process (see below). Not only will this 3-way combination add various effects to the weapon or armor, the quality of weapons and armor is said to improve substantially.

Combination By Using Three Items

Adding elements such as Seeds and Monster Essences during a combination will enable the player to add additional effects to Claws and Saddles. Those effects will vary according to Seed type or Monster Essence type, so it would be helpful to test many variations to discover the best effects.

ASK MOG:

Get Monster Essences!

Hey, Chocobo! Did you know that if you kick an Empty Bottle at a monster and defeat them with it, you will be able to get that monster's essence? A useful item by itself, it may also be used during item combinations to add additional effects to weapons and armor. Collect all types of Monster Essences!

Use Combine to create the ultimate Claw or Saddle!

ITEMS

Besides weapons and armor, there are several hundred different expendable goods and Magic Books in the game. Become familiar with basic item types and how to use them properly.

Claws (A Weapon That Increases Chocobo's Attack Power)
By equipping a Claw, Chocobo will be able to increase Attack Power. Some Claws possess special attributes and powers.

Saddles (Armor That Increases Chocobo's Defense Power)
When equipped, this armor increases Chocobo's Defense Power. Like Claws, some Saddles possess special attributes and powers.

Books (Magic Books Filled With Mysterious Powers)
Effects are exhibited by reading these books. There are certain books that Chocobo cannot read unless certain qualities or abilities are possessed.

Collars (An Accessory With Various Effects)
A mysterious Collar which when equipped, changes Chocobo's ability. Since the effects of many Collars are specific, it is wise to save them for specific situations.

Magic Stones (Mystical Stones Which Summon Monsters)
Using a Magic Stone during battle will summon mystical monsters. The effects depend on the stone type, and each stone can only be used once.

Cards (Mysterious Cards With Various Effects)
Many different card types exist, from useful Identify Cards to others that are situation specific.

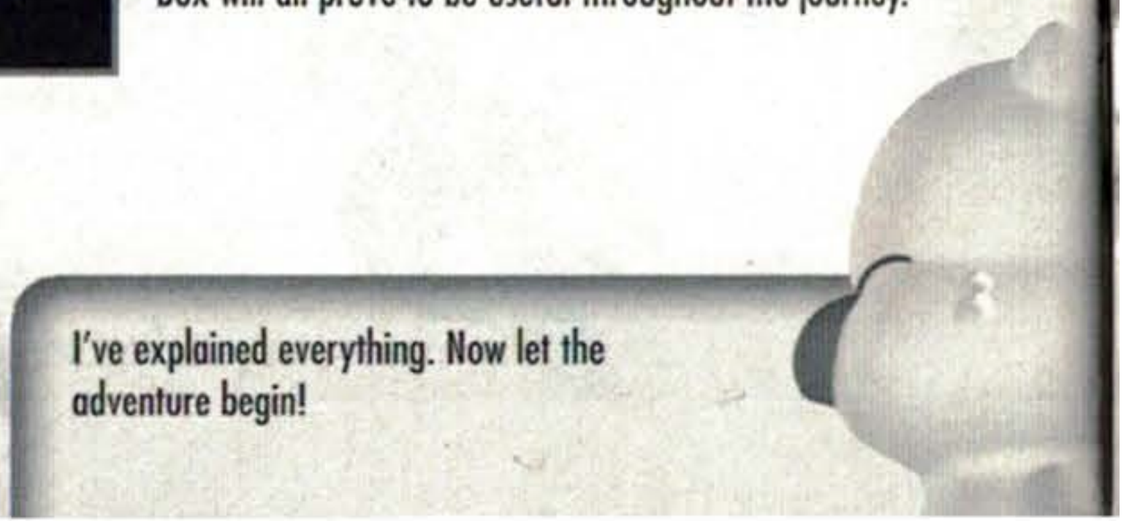
Tonic (When Ingested, Many Things Can Happen)
Liquid medicine in a bottle. Most Tonics are known to have recovery effects (including the necessary potions). After usage, the bottle becomes an Empty Bottle.

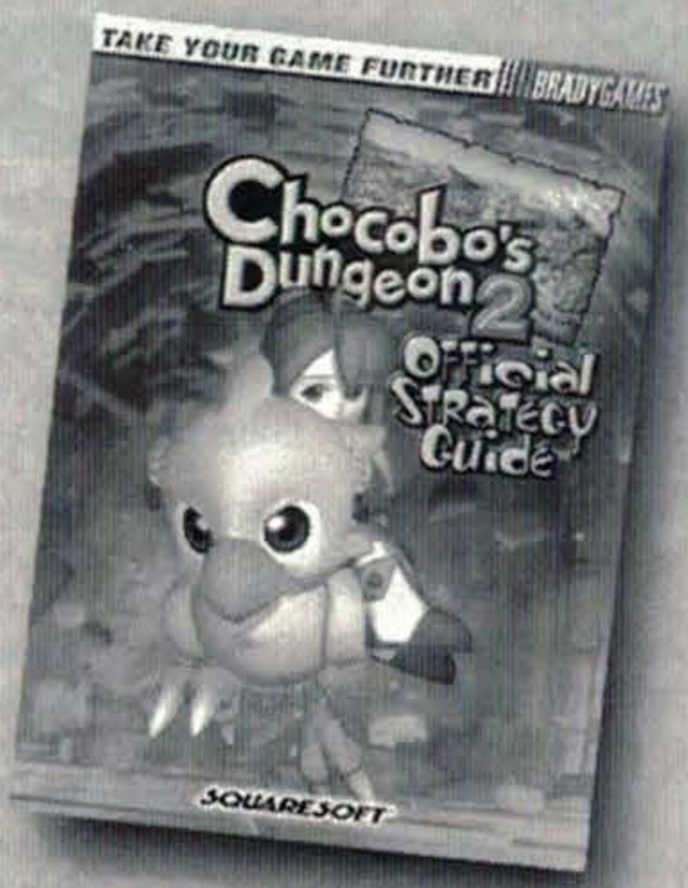
Tags (Magical Tag With Mystical Powers)
There are many types of magical Tags in the game, including the "Teleport Tag" that allows the player to escape from the dungeon.

Nuts/Seeds (Recovers Status, And Increases Ability)
Seeds are Chocobo's staple items. They generally recover status and increase attributes. But beware, as some seeds may decrease Energy, HP and Levels.

Stones (An Item That Allows Long Distance Attacks)
Kick a stone at an enemy to attack them from a distance. There are other stones that possess various attack abilities.

Other (Items Which Will Aid In The Journey)
Other important items, such as the Key, Whistle, and Box will all prove to be useful throughout the journey.





The Official Strategy Guide from BradyGAMES

BradyGAMES gives you the scoop on the friends who want to take you exploring. Plus, you'll get a bestiary that covers the monsters that get in your way.

And to make each dungeon as much fun as possible, you'll get a list of items you can use, magic you can discover, plus strategies and tips on how to defeat each boss.

To purchase BradyGAMES Official Chocobo's Dungeon™ 2 Strategy Guide, visit your local electronics, book, or software retailer or order the book via the web at www.bradygames.com.

ISBN 1-56686-894-7
Price: $12.99 US / $18.95 CAN / £11.50 Net UK

BRADYGAMES
www.bradygames.com

SQUARESOFT
www.squaresoft.com

CREDITS

Square Co., Ltd.

Producer	Hironobu Sakaguchi
Executive Producer	Tomoyuki Takechi
Supervisor	Koichi Nakamura
Director	Kazuhiko Aoki
Game Designers	Nobuaki Komoto, Hiroshi Takahashi
Main Programmer	Shin Kimura
Programmers	Takashi Isowaki, Hideaki Miyamoto, Kazuhiko Takata
Character Designer	Toshiyuki Itahana
Motion Designers	Hitoshi Matsuda, Tadashi Soeda
Character Modelers	Kenji Ito, Takashi Mizuno
BG Designers	Minori Hisamatsu, Tomoko Yemura
Effects Designer	Mio Kokami
Bit Map Designers	Hiroyuki Ikeda, Hirokatsu Sasaki
Sound Programmer	Minoru Akao
Music Composers	Kenji Ito, Yasuhiro Kawakami, Tsuyoshi Sekito, Kumi Tanioka
Synthesizer Programmer	Ryo Yamazaki
Recording Engineer	Kenji Nagashima
Sound Effects	Jyunya Kuroda, Shojiro Nakaoka, Teruaki Sugawara
Production Manager	Masao Katayama

CG Movies Team

Supervisor	Satoshi Tsukamoto
Production Manager	Norimichi Kurosawa
Resource Manager	Hisako Sakurai

CG Movie Sound

Sound Editing Supervisor	Tak Ogawa
Chief Sound Editor	Eiji Nakamura
Sound Editors	Chiharu Minekawa, Yasuhiro Yamamoto

Localization Department

Localization Coordinators	Ichiro Nonaka, Kazuyoshi Tashiro
General Manager	Koji Yamashita

Square Soft, Inc.

Localization Management	Masahiro Nakajima
Localization Specialists	Brian Bell (Team Leader) Yoshinobu Matsuo, Sammy Matsushima, Alex Smith
Associate Producer	Aki Kozu
QA Manager	Jonathan Williams
Assistant QA Manager	Mike Givens
Senior Lead Analyst	Richard Amtower
Product Lead	Matthew B. Rhoades
Product Analysts	Jaime J. Bencia, Troy A. Boren, David "Ribs" Carrillo, Clayton Chan, Sissie Chang, Kelly Chun, Kyoko Makino, Jonathan Mankin, Chris Manprin, Judah Mehler, Bennett Neale, James Robles, Derek C. Smith, Rob Smith, Takahiro So, Simon Son, Terry Stone. James Wong

Square Electronic Arts L.L.C.

Senior Customer Service Manager	Rick Thompson
Assistant Customer Service Manager	Fernando Bustamante
Customer Service Lead	Alaine DeLeon
Customer Support Representatives	Patrick Cervantes, James Dilonardo, Tony Kim, Caroline Liu, John Montes, Arthur Yang
PR and Events Manager	Lisa M. Ahern
Public Relations Associate	Francine DeMore
Business Development Manager	Elaine Di Iorio
Product Coordinator	Beth Faust
Sales Coordinator	Sean Montgomery
Media Planner	Kyoko Yamashita
Creative Planner	Keiko Kato
Assistant Product Managers	Mitsuru George Torii, Andrew Shiozaki
Product Associates	Andy Hsu, Irene Sam, Brad Varey
Product Administrative Assistant	Mari Nishikawa
Marketing Assistant	Rika Maruya
Product Manager	Kenji Mimura
Vice Chairman	Yoshihiro Maruyama
President	Jun Iwasaki

Packaging/Manual Design — Steven Wright, Beeline Group, Inc.

Special Thanks: Beeline Group, Inc. BradyGAMES, C.H.E.N. PR, The Kenwood Group, Saatchi & Saatchi Los Angeles, Virtual Interactive Inc.

LIMITED WARRANTY/GAME TIPS

For a period of ninety (90) days from the date of purchase, Square Electronic Arts L.L.C. (SQEA) warrants to the original purchaser of this SQEA software product that the medium on which this computer program is recorded is free from defects in materials and workmanship. SQEA agrees for a period of ninety (90) days from the date of purchase, to either repair or replace, at its option, free of charge, any SQEA software product that does not meet the above warranty, postage paid, with proof of purchase. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the SQEA software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS – The above warranty is in lieu of all other warranties, and no other representations or claims of any nature shall be binding on or obligate SQEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY, COURSE OF DEALING IN TRADE AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SQEA BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS SQEA SOFTWARE PRODUCT. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

NOTICE – This manual and the software described in this manual are copyrighted. All rights in the manual and the software are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of SQEA. The described software may not be reversed engineered, decompiled or otherwise disassembled.

RETURNS WITHIN 90 DAY WARRANTY PERIOD – To replace defective media within the 90-day warranty period, send the defective media, a copy of the original sales receipt, a return address, and a small note describing the difficulties you are experiencing to Electronic Arts Customer Warranty, P.O. Box 9025, Redwood City, CA 94065-9025. If you have warranty questions, you can also contact Customer Warranty at (650) 628-1900, fax (650) 628-5999. Hours of operation: Monday - Friday, 8:30am - 11:45am and 1pm - 4:30pm, Pacific Standard Time.

RETURNS AFTER WARRANTY – To replace defective media after the ninety (90) day warranty period has expired, send the original CD to the Electronic Arts' address above. Enclose a statement of the defect, your name, your return address, and a check or money order for $15.

REPLACEMENT MEDIA – The above provisions apply to any replacement media or software provided by SQEA hereunder, including the above warranties and limitations.

TECHNICAL SUPPORT – For technical support questions, you can call (714) 428-0599. Representatives are available Monday-Friday 8am - 5pm, Pacific Standard Time.

SQUARESOFT GAME TIPS

Game Tips are available for all SQUARESOFT PlayStation titles:

U.S.: **1-900-407-KLUE** (1-900-407-5583) $.95/min. Automated Tips, $1.25/min. Live Assistance.

Canada: **1-900-451-KLUE** (1-900-451-5583) $1.50/min. Automated Tips only.

Prices subject to change. Callers under 18 years of age must obtain permission from a parent or guardian before calling. Game tips are available for callers within the U.S. and Canada only. Touch-tone phone required. Live assistance is available for SQUARESOFT titles published on the PlayStation game console only. Game counselors are available Monday-Friday, 8am - 5pm, Pacific Standard Time. Automated support is available 24 hours a day, 7 days a week.

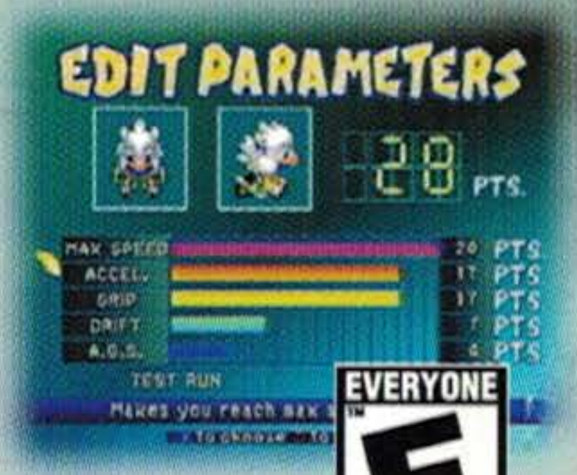
SQUARESOFT Online

Shop online or register for upcoming sweepstakes, prizes, and more at **www.squaresoft.com**!

Chocobo Racing™

Chocobo and many other characters from the FINAL FANTASY® world star in this high-speed racing game filled with magical spells, special abilities, and challenging courses!

- *Control 8 unique vehicles, and select a variety of magical abilities*
- *Use powerful offensive magic such as fireballs and thunder to stop opponents.*
- *Race head-to-head in VS. and Relay modes - a total of five different modes.*
- *Unlock hidden characters and tracks.*
- *Customize a character in Edit Parameters Mode after completing Story Mode.*



EVERYONE
E
CONTENT RATED BY ESRB

SQUARESOFT®

www.squaresoft.com

Published by Square Electronic Arts L.L.C.

Square Electronic Arts L.L.C. – 949 South Coast Drive #200, Costa Mesa, CA 92626
© 1999 Square Co., Ltd. All rights reserved. FINAL FANTASY, SQUARESOFT, and the SQUARE SOFT logos are registered trademarks of Square Co., Ltd. Chocobo Racing is a trademark of Square Co., Ltd. U.S. Patent No. 5390037, 5649862.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

PlayStation®